This Listing of Claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS

1.   (Currently Amended) A system, comprising:

a first unit configured to generate an interactive three-dimensional (3-D) electronic programming guide (EPG), the 3-D EPG including a presentation of a virtual world having programming information and a layout; and

a database ~~storing a plurality of EPG objects, the EPG objects comprising world descriptions that describe~~ layouts and elements for providing including a plurality of 3-D EPG worlds, ~~virtual worlds presentable in the EPG, and including 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects~~ each 3-D EPG world is selectable and includes a virtual world layout that provides the layout of the presented virtual world; ~~and~~

~~a user interface (UI) configured to allow a user to interact with the localized interactive content and e-commerce objects~~

wherein the first unit is further configured to allow selection of a 3-D EPG world from the database and modify the layout of the presented virtual world based on the virtual world layout of the selected 3-D EPG world.

2.   (Original) The system of Claim 1 wherein the system comprises a set-top box, a television, or a VCR.

3.   (Original) The system of Claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

4.   (Canceled)

5.   (Currently Amended) The system of Claim 1 wherein the database further includes ~~EPG objects comprise a second set of objects that includes~~ at least one of a program event, program schedule times, program channel identification, or program title ~~, corresponding to a program~~.

6-7.   (Canceled)

8.   (Currently Amended) The system according to Claim 1 wherein the ~~3-D EPG includes a presentation of a virtual~~ selected 3-D EPG world is ~~related to content~~ selected by a user.

9.   (Currently Amended) The system of Claim 8 wherein ~~a subset of the virtual world~~ the virtual world layout of the selected 3-D EPG world is ~~displayed as~~ a matrix of rectangular boxes ~~containing current program information~~.

10.   (Canceled).

11.   (Canceled)

12.   (Currently Amended) A computer-implemented method, comprising:

generating an interactive three-dimensional (3-D) electronic programming guide (EPG), the 3-D EPG including a presentation of a 3-D virtual world having programming information and a layout; ~~and~~

~~enabling~~ providing a database ~~storing a plurality of EPG objects and non-EPG objects, the EPG objects including world descriptions that describe layouts and elements for~~ including a plurality of 3-D ~~virtual~~ EPG worlds, each 3-D EPG world is selectable and includes a virtual world layout that provides the layout of the presented 3-D virtual world ~~and including 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects~~; and

~~enabling a user interface (UI) to allow a user to interact with the localized interactive content and e-commerce objects~~ modifying the layout of the presented 3-D virtual world based on the virtual world layout of a selected 3-D EPG world.

13.   (Currently Amended) The computer-implemented method of Claim 12 wherein the ~~EPG objects~~ database further includes ~~comprise~~ a plurality of objects associated with current programming events.

14.   (Previously Presented) The computer-implemented method of Claim 13 wherein the 3-D EPG resides in a set-top box, a television system, or a VCR.

15.   (Canceled).

16.   (Currently Amended) The computer-implemented method of Claim 12 wherein the ~~EPG objects comprise~~ database further includes at least one of a program event, program schedule times, program channel identifications, and program titles.

17-18. (Canceled).

19.   (Currently Amended) The computer-implemented method of Claim 12 wherein the selected 3-D EPG ~~includes a presentation of a virtual~~ world ~~related to content~~ is selected by a user.

20.   (Currently Amended) The computer-implemented method of Claim 19 wherein ~~a subset of the virtual~~ the layout of the selected 3-D EPG world is ~~displayed as~~ a matrix of rectangular boxes ~~containing current program information~~.

21.   (Canceled).

22.   (Canceled).

23.   (Currently Amended) A machine-readable storage medium tangibly embodying a sequence of instructions executable by the machine to perform a method for enabling a three-dimensional (3-D) electronic programming guide (EPG), the method comprising:

    generating an interactive 3-D electronic programming guide (EPG), the 3-D EPG including a presentation of a 3-D virtual world having programming information and a layout; ~~and~~

    ~~enabling~~ providing a database ~~storing a plurality of EPG objects and non-EPG objects, the EPG objects including world descriptions that describe layouts and elements for~~ including a plurality of 3-D ~~virtual~~ EPG worlds, ~~and comprising 3-D images, alphanumeric text and video data~~.

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~~the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects~~ each 3-D EPG world is selectable and includes a virtual world layout that provides for the layout of the presented 3-D virtual world; and

~~enabling a user interface (UI) configured to allow a user to interact with the localized interactive content and e-commerce objects~~

modifying the layout of the presented 3-D virtual world using the virtual world layout of a selected 3-D EPG world.

24. (Previously Presented) The machine-readable storage medium of Claim 23 wherein the EPG is stored in a set-top box, a television, or a VCR.

25. (Original) The machine-readable storage medium of Claim 24 further including instructions to provide a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

26. (Canceled).

27. (Currently Amended) The machine-readable storage medium of Claim 23 wherein the ~~EPG objects comprise~~ database further includes at least one of a program event, program schedule times, program channel identifications, and program titles.

28. (Canceled).

29. (Canceled).

30. (Currently Amended) The machine-readable storage medium of Claim 29 wherein ~~a subset of the virtual world is displayed as~~ the virtual world layout of the selected 3-D EPG world is a matrix of rectangular boxes ~~containing current program information~~.

31. (Currently Amended) The machine-readable storage medium of Claim 30 wherein <u>selection</u> <u>of the 3-D EPG world is based on a</u> user chooses a virtual world to display programming information <u>input</u>.

32. (Canceled).

33. (Canceled).

34. (Canceled).

35. (Currently Amended) The system of Claim 1 wherein the <u>selected</u> 3-D EPG world includes a presentation of a virtual world <u>is</u> selected on the basis of a user's age.

36. (Currently Amended) The system of Claim 1 wherein the <u>selected</u> 3-D EPG world includes a presentation of a virtual world <u>is</u> selected on the basis of a user's preferences.

37. (Currently Amended) The system of Claim 1 wherein the <u>selected</u> 3-D EPG world includes a presentation of a virtual world <u>is</u> selected by a programmer.

38. (Currently Amended) The computer-implemented method of Claim 12 wherein the <u>selected</u> 3-D EPG <u>world</u> includes a presentation of a virtual world <u>is</u> selected on the basis of a user's age.

39. (Currently Amended) The computer-implemented method of Claim 12 wherein the <u>selected</u> 3-D EPG <u>world</u> includes a presentation of a virtual world customized <u>is selected</u> by user preferences.

40. (Currently Amended) The computer-implemented method of Claim 12 wherein the <u>selected</u> 3-D EPG <u>world</u> includes a presentation of a virtual world <u>is</u> selected by a programmer.

41. (New) The system of Claim 1 wherein the layout of the presented virtual world is comprised of environmental portions do not include programming information.

42.   (New) The system of claim 1 wherein the plurality of 3-D EPG worlds includes a first world, having a first layout, and a second world, having a second layout that is different from the first layout.

43.   (New) The system of Claim 1 wherein the database further includes localized interactive content, and the first unit is configured to generate the 3-D EPG based on localized interactive content.

44.   (New) The system of claim 43 further including a user interface configured to allow a user to interact with the localized interactive content.

45.   (New) The system of claim 43 wherein the database is configured to store localized interactive content in real-time

46.   (New) The system of claim 1 wherein the database further includes electronic commerce objects, and the first unit is configured to generate the 3-D EPG based on electronic commerce objects.

47.   (New) The computer-implemented method of claim 12 wherein the step of providing the database further includes providing localized interactive content, and generating the 3-D EPG based on the localized interactive content.

48.   (New) The machine-readable storage medium of claim 23 wherein the step of providing the database further includes providing localized interactive content, and generating the 3-D EPG based on the localized interactive content.